Add bass back into the tracks.

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by **VelenX** » Thu May 10, 2012 10:21 pm

In some games, i found that VBA-M doesn't seem to simulate or play the bass in MIDI tracks for games like the Mega Man Battle Network Series, and seems to have Sound problems in general for games like Medabots.

VelenX
Junior Member

Posts: 5
Joined: Wed May 09, 2012 5:11 pm

Add bass back into the tracks.
by **Squall Leonhart** » Fri May 11, 2012 5:31 am

gba uses bandform synthesis, not midi.

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nothing new here, closed because is another duplicate of the wave ram issue.

Squall Leonhart
Posting Freak

Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

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